

1 CLAIM LISTING

2 1 - 24 Canceled

3  
4 25. (Previously Presented) A gaming system including:

- 5 (a) a gaming machine including a game presentation arrangement capable of  
6 producing a respective game presentation for any one of a number of different  
7 games;
- 8 (b) a player detecting arrangement separate from the gaming machine for detecting a  
9 player as the player traverses a gaming facility and approaches an area of the  
10 gaming facility in which the gaming machine is located;
- 11 (c) a player data collection arrangement for storing player preference information for  
12 the player;
- 13 (d) a system configuration arrangement for producing a system configuration  
14 command specifying a game presentation likely to be favored by the player based  
15 on the player preference information for the detected player; and
- 16 (e) a game modification controller in communication with the system configuration  
17 arrangement and with the gaming machine, the game modification controller for  
18 receiving the system configuration command from the system configuration  
19 arrangement and for communicating presentation switching instructions to the  
20 gaming machine, the presentation switching instructions causing the gaming  
21 machine to switch from a first game presentation to the game presentation likely  
22 to be favored by the player prior to an arrival of the player at the gaming machine.

1 26. (Currently Amended) The gaming system of claim 25 wherein the player detecting  
2 arrangement includes a player location determining arrangement for determining the  
3 location of the player in [[a]] the gaming facility in which the gaming machine is located.

4  
5 27. (Previously Presented) The gaming system of claim 26 wherein the player carries an  
6 identifying device and wherein the player location determining arrangement includes a  
7 reading device for remotely reading identifying information from the identifying device.

8  
9 28. (Previously Presented) The gaming system of claim 26 wherein the player carries an  
10 identifying device and wherein the player location determining arrangement includes a  
11 receiver device for remotely receiving identifying information transmitted from the  
12 identifying device.

13  
14 29. (Previously Presented) The gaming system of claim 26 wherein the player carries a  
15 transponder transmitting a player identifying signal, and wherein the player location  
16 determining arrangement includes a receiving arrangement for determining the location of  
17 the player based upon the player identifying signal.

18  
19 30. (Previously Presented) The gaming system of claim 25 wherein the player detecting  
20 arrangement detects the player by reading information associated with a player card  
21 which is usable by the player in the gaming facility in which the gaming machine is  
22 located.

1 31. (Previously Presented) The gaming system of claim 25 wherein the area of the gaming  
2 machine is located in a hotel room and wherein the player detecting arrangement detects  
3 the player through a check-in procedure for the hotel room.

4  
5 32. (Currently Amended) A gaming system including:

6 (a) a gaming machine including a game presentation arrangement capable of  
7 producing a respective game presentation for any one of a number of different  
8 games, the gaming machine being located in a hotel room;

9 ~~(b) a detecting arrangement for detecting that a person has been assigned to the hotel~~  
10 ~~room in which the gaming machine is located;~~

11 ~~(((c))b)a player data collection arrangement for detecting that a person has been assigned~~  
12 ~~to the hotel room in which the gaming machine is located and for storing player~~  
13 ~~preference information for the person assigned to the hotel room;~~

14 ~~(((d))c)a system configuration arrangement for producing a system configuration~~  
15 ~~command based on the player preference information for the person assigned to~~  
16 ~~the hotel room; and~~

17 ~~(((e))d)a game modification controller in communication with the system configuration~~  
18 ~~arrangement and with the gaming machine, the game modification controller for~~  
19 ~~responding to the system configuration command by communicating presentation~~  
20 ~~switching instructions to the gaming machine, the presentation switching~~  
21 ~~instructions causing the gaming machine to produce a game presentation specified~~  
22 ~~by the presentation switching instructions.~~

1 33. (Currently Amended) The gaming system of claim 32 wherein the detecting player data  
2 collection arrangement detects that the person has been assigned to the hotel room by  
3 receiving room check-in information.

4  
5 34. (Previously Presented) A method of changing a first game presentation produced by a  
6 gaming machine in a gaming facility, the method including:

- 7 (a) detecting a player as the player is traversing the gaming facility and is approaching  
8 an area in which the gaming machine is located, the gaming machine having the  
9 capability of producing a respective game presentation for any one of a number of  
10 different games;
- 11 (b) retrieving stored player preference information for the player;
- 12 (c) producing a system configuration command based on the retrieved player  
13 preference information for the player, the system configuration command  
14 specifying a second game presentation different from the first game presentation;
- 15 (d) communicating presentation switching instructions to the gaming machine in  
16 response to the system configuration command; and
- 17 (e) changing from the first game presentation at the gaming machine to the second  
18 game presentation, the change being in response to the presentation switching  
19 instructions and being performed prior to an arrival of the player at the gaming  
20 machine.
- 21

1 35. (Previously Presented) The method of claim 34 wherein the new game presentation  
2 includes an attract display tailored for the respective player.

3  
4 36. (Previously Presented) The method of claim 34 wherein detecting the player includes  
5 receiving a transponder signal transmitted from a transponder carried by the player.

6  
7 37. (Previously Presented) The method of claim 34 wherein detecting the player includes  
8 remotely reading an identification device carried by the player.

9  
10 38. (Previously Presented) The method of claim 34 wherein the gaming machine is located in  
11 a hotel room and wherein detecting the player includes receiving room check-in  
12 information.

13  
14 39. (Previously Presented) A method of changing a game presentation produced by a gaming  
15 machine in a gaming facility, the method including:

- 16 (a) detecting that a player has been assigned to a hotel room in which the gaming  
17 machine is located;  
18 (b) retrieving stored player preference information for the player;  
19 (c) producing a system configuration command based on the retrieved player  
20 preference information for the player, the system configuration command  
21 identifying a game presentation likely to be favored by the player;

- 1 (d) communicating presentation switching instructions to the gaming machine in
- 2 response to the system configuration command; and
- 3 (e) changing from the game presentation at the gaming machine to the game
- 4 presentation likely to be favored by the player, the change from the game
- 5 presentation being performed in response to the presentation switching
- 6 instructions.

7

8 40. (Previously Presented) The method of claim 39 wherein detecting that the player has been

9 assigned to the hotel room includes receiving room check-in information.

10

11 41. (Previously Presented) A program product for configuring a gaming machine having the

12 ability to produce a respective game presentation for a number of different games, the

13 program product being stored on a computer readable medium and including:

- 14 (a) system configuration program code executable for retrieving game preference
- 15 information on a player that has been detected traversing a gaming facility toward
- 16 an area of the gaming facility in which the gaming machine is located, and for
- 17 producing a system configuration command specifying a game presentation likely
- 18 to be favored by the player based on the retrieved game preference information on
- 19 the player; and
- 20 (b) presentation switching program code executable for responding to the system
- 21 configuration command by communicating presentation switching instructions to
- 22 the gaming machine, the presentation switching instructions being effective for

1 causing the gaming machine to switch from a first game presentation at the  
2 gaming machine to the game presentation likely to be favored by the player, the  
3 switch occurring prior to an arrival of the player at the gaming machine.  
4

5 42. (Previously Presented) A program product for configuring a gaming machine having the  
6 ability to produce a respective game presentation for a number of different games, the  
7 program product being stored on a computer readable medium and including:

- 8 (a) system configuration program code executable for retrieving game preference  
9 information on a player that has been assigned to a hotel room in which the  
10 gaming machine is located, and for producing a system configuration command  
11 identifying a second game presentation based on the retrieved game preference  
12 information on the player; and  
13 (b) presentation switching program code executable for responding to the system  
14 configuration command by communicating presentation switching instructions to  
15 the gaming machine, the presentation switching instructions being effective for  
16 causing the gaming machine to switch from a first game presentation at the  
17 gaming machine to the second game presentation.

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